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VALIANT VOICE
THE PSI-LORDS ARRIVE!
STRIKE GOLD: PUT WORDS INTO OUR MOUTHS
THE CHAOS EFFECT CENTERFOLD
COVER GALLERY
PRESENTED IN
VALIANT VISION

VALIANT VOICE™

VOLUME NUMBER ONE
ISSUE NUMBER FIFTEEN

IT'S RAINING PSI-LORDS

Hold on to your asteroid belts, because this month you'll be riding the crest of the most futuristic science fiction adventure wave, with *Psi-Lords*. These galactic policemen are the descendants of the R.A.M.P. Corps, that paramilitary team of crime-busters dedicated to stopping Toyo Harada from world domination.

Originally dubbed the Starwatchers, and called psychologic their new name and revamped look the new title of the book, *Psi-Lords*, came about when it was brought to our attention that another client was available for Valiant Universe heroes to use," explains Jim Shooter, Valiant's Senior Vice President. "We did our usual thorough trademark search and, finding no similar name registered, moved ahead. We were caught completely unaware," he adds. "But, due to the tremendous respect and admiration we all have for Moebius' work, Bob Layton and Tony Bedard put their heads together and came up with a way to incorporate a name change into the storyline."

According to Harts, issues #1 and #2 will be called *Psi-Lords: Reign of the Starwatchers*. The subtitle will be dropped thereafter. However, the characters and storylines will remain unchanged.

The long-awaited exploits of the Psi-Lords will be written by Tony Bedard (*Magnus Robot Fighter* and *Rai*), pencilled by Mike Lacke and inked by the legendary Dick Giordano. Lacke, who will bring these futuristic heroes to visual reality each month, will have an opportunity to embellish upon the unique characteristics of this homogeneous race.

"At this point I've got to think a lot differently," he explains. "Although they have existed for over 500 years, they will be basically immortal and eternally youthful in appearance. When I draw them they have to be smooth and not with a whole lot of character lines."

The Psi-Lords were first introduced into the Valiant Universe when they showed up to help fight the Malevolence. Though their efforts to watch over Earth and its solar system were rejected for over seventeen years by Generations Presidency Magnus, a deal is finally struck that will keep our solar system on Earth, while Magnus will send his representative, Human Del Sol, to live with the Psi-Lords on their space station. It is through her perspective that we will see them.

"Anchoring the series through the eyes of a human is the way to go because the Psi-Lords are sort of aloof and jaded," explains Bedard. "Through they operate on nano-technology and have been away from Earth for so long, they're practically an alien race [they're] so evolved."

Their journey to date with issue #1, when the Psi-Lords prove their prowess and loyalty as they go up against the Spider Aliens. These star-stalking reptoids have their extra-dimensional hands full as they try to apprehend and stop this bloodthirsty alien race from invading Earth for the third time. (Three times and you're out, we keep.) They exact revenge by devising a nasty little plan that will teach their blood-sucking enemies a lesson they'll never forget.

[illegible] Gilard, power [illegible] Moebius, the [illegible] Valiant artist at Marvel Epic and Heavy Metal [illegible], had a character called Starwatcher that appeared in a 1976 graphic novel, as well as a series of limited edition prints," explains Jim Harts, Valiant's Senior Vice President. "We did our usual thorough trademark search and, finding no similar name registered, moved ahead. We were caught completely unaware," he adds. "But, due to the tremendous respect and admiration we all have for Moebius' work, Bob Layton and Tony Bedard put their heads together and came up with a way to incorporate a name change into the storyline."

That are the ultimate architects of these plots. In 2090, find Earth in their storyline. Now, in the year 6420, after many years of studying and expanding upon nanotechnology, they have developed into superior physical beings, which have made them resistant to illness, aging, and most of the perils of mortality. They have incorporated the abilities into their physiology, rendering themselves practically immortal. A select few have also been able to duplicate Harbinger powers, endowing themselves with superhuman abilities as well.

"They are a cosmic police force," explains Bedard. "They fight anything or anyone that threatens peace."

"The first five issues will build toward several revelations: a dark secret from the past will suddenly surface, as well as an encounter with their main adversary — a creature as villainous and treacherous as Master Darque!

Though the book will be event driven, the saga will focus on the characters themselves and their slow evolution as they [illegible] ten humanity. "Their technology has become very sophisticated and yet there still exists the fact that [illegible] is almost child-like," explains Bedard. "There is a dichotomy to explore the extent of their humanity and their lacked [illegible]

(See Beginning the Battle on page 4)

The countdown to countless casualties? This June, a dimension of unprecedented proportions will mark the Valiant Universe in its very core. A wildly unpredictable chain of events is set in place whereby one of Valiant's most powerful villains, the ultra-sinister Master Darque of Ladakh, and Valiant readers old and new are locked for title at front row seats to watch the spectacular results. One thing is for certain, The Chaos Effect will leave the world-at-large present and the far future in very different places.

ABSOLUTE CHAOS!

There is a great design to the Valiant Universe. Any loyal reader can see that certain events in Valiant history are linked to happen and are inexorably set in time. There seems to be much that is pre-ordained. And yet, with the *Unity* crisis in 1992, we saw that time is actually malleable and capable of being traversed. There is so much that seems to be random...chaotic.

Now we will learn that these are patterns emerging from this chaos. Ireland, every so often, a larger event must occur for the epic to continue, a catalyst for devastating change. From something as immeasurable as a fraction of timespace between dimensions (in the form of Ivar the Immortal's time arm), the next phase of the Valiant Universe is about to begin.

The epic adventure starts with a 16-page comic called *The Chaos Effect—Alpha* (shipping in the second week in June), by Bob Layton, Bernard Chang and Jerry Ordway, with a cover by Dan Jurgens and Jerry Ordway. This free give-away blasts upon the scene.

Fleeing from an apocalyptic war in another era, Timewalker time-cores into modern day Ladakh, inadvertently pulling tremendous levels of necromantic "Darque" energies, released by the deaths of billions, through the timespace portal behind him. The resulting "chaos wave" induces a worldwide electrical "freeze": blackouts spread across the planet, airplanes simply drop out of the sky, cars spin out of control and crash. Countless people are injured or killed. Not a single human or villain is unaffected!

To complicate matters even further, worldwide, of the Darque power will absorb this enormous energy influx and develop god-like abilities! It will be up to many of the heroes of the Valiant Universe (both in the present and in the future) to stop this energy flow from destroying the world! *The Chaos Effect* has started, and the Valiant Universe has been largely caught unaware!

Shipping the third week of June, and for the following three weeks thereafter, Valiant will be telling the story of this cataclysmic six-issue cross-over epic. The title for the event is called *The Chaos Effect—Burn*, which reveals how Ivar, in search of the supernatural superior of the world, must deal with what has happened. In each issue, *The Chaos Effect—Cannon*, will take time out for the carnage and destruction in Europe, and how heroes and villains grapple with the situation there. *The Chaos Effect—Delta*, shipping in the first week of July, will feature the tightly woven story of an unusual alliance formed to stop a deadly threat from reaching Earth during the crisis. The fourth one, called *The Chaos Effect—Epsilon* (shipping the second week of July), will recount a desperate call to the future for help in stopping the Darque force onslaught in the present.

Finally, in the third week of July, *The Chaos Effect—Omega*, a 32-page comic uniting Timewalker, Archer & Armstrong, Geoff the Geomancer, Solar the Destroyer, Magnus, Dr. Mirage, and Sandria Darque, will usher a stunning grand finale to the storyline. The fantastic discoveries and devastating losses in this book will set the stage for the new, ongoing Valiant title *Geomancer #1* (which starts in July), and lead directly into *Timewalker #1*, shipping in August.

The results of *The Chaos Effect* will have all Valiant storylines for months and years to come.

One final note: *It is not necessary to read each and every comic involved in The Chaos Effect in order to understand what is happening.* In that sense, this is an interactive story which has been designed so that you only really need to read the *Alpha* and *Omega* chapters. Any combination of titles you read in between can only enhance your enjoyment. Just like history books dealing with World War II: the more you read of the individual battles and personal accounts, the bigger and more encompassing a picture you'll get of the conflict. However, we hope you will want to read all of *The Chaos Effect*, and we also hope to see you there when it starts this June.

EDITORIAL

The second in command plays an important role in fiction...Captain Kirk has Mr. Spock, the Lone Ranger has Tonto, Holmes has Dr. Watson. Without the insight of these faithful and talented foils, the lead characters would never accomplish their goals. Reality doesn't differ all that much.

When it comes to running the complex, smooth machine that is Valiant, with its daily shifts and tribulations, I have always relied on the wisdom and skill of my associate-in-command — Executive Editor, Kevin [illegible]. Kevin came to Valiant a few years ago, from the home state of Indiana. It was a big risk for him to pull up stakes with his talented wife Carol and two sons. But, if there's one thing I've learned about him, it's that he's a very determined man.

Shortly after he began his position as Production Manager, I took [illegible] Chief. I needed an Executive Assistant to help me manage the creative department and Kevin rose to the occasion. Not only did he lend his writing skills to three of our monthly titles, but he also began [illegible] long hours to keep production running smoothly. This made the [illegible] writing easy for my complex [illegible].

So, as I wrap up all of this and [illegible] As of this month, Kevin will be stepping down as our [illegible] Editor. After years of back-breaking work, he has [illegible] come for a well-deserved [illegible] opportunity to devote [illegible] to his first love...writing.

Alas...it seems the sunshine bug has bitten my friend and he whispers a longing for the warm breezes of the sublime state.

[illegible] Kevin [illegible] he's not leaving Valiant. Kevin will continue to write exclusively the monthly adventures of *Bloodshot*, *Solar, Man of the Atom*, and the upcoming *Plotter*. Plus, there are a variety of special projects that are gestating within that fertile mind.

Rai and *Magnus Robot Fighter* writer, Tony Bedard (with Associate Editor, Julie Crisanino) will be filling the slot left vacant by Kevin's departure. I have every confidence in their ability to pick up where Kevin left off.

For me personally, I'm grateful for the time I spent working with Kevin. He made me look very good. That's what a foil is supposed to do.

Bob Layton
Editor-In-Chief

VALIANT.

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JORGE GONZÁLEZ
MAN OF THE ARMOR

Jorge González has made quite a few friends since he's moved to New York—friends like Aric, Randy and Paul—just to name a few. They are, of course, the heroes of *X-O Manowar*, the first regular book that González worked on as a colorist at Valiant back in late 1991. He's come a long way in his twenty-seven years since his early childhood in Puerto Rico, and the subsequent years he spent as a youth in Florida.

Speaking with him in his office, he is surrounded by assorted action figures, toys and paraphernalia from various animated films. Madonna posters loom overhead (her music has been known to filter from his office). When asked to describe his steady ascent from colorist to writer and editor, González is modest. While it is apparent that there is nothing else at this time in his life that he'd rather be doing, it is difficult to get him to acknowledge the hard work, long hours and consistent level of quality that has positioned him as a highly respected and well-liked creator amidst the Valiant staff.

"I have been drawing and writing for as long as I can remember," González says. "I have stuff that I've saved from years ago that seems pretty silly-looking now."

That "silly-looking stuff" was obviously the outlet of a very creative youth.

"I got into comic books because it's something that I just love to do. When I was growing up, there were people who heard what I wanted to do and they were like, 'yeh, sure...whatever.' Like no one believed I would really do it. I mean, they were supportive, but they were wondering why I didn't go into engineering like my brother...." Little did they know that he'd be engineering the direction of a whole cast of characters, as well as action-packed, heartfelt life and death situations in comics such as *X-O Manowar* and *Armorines*.

González got his first break in comics in May of '91, the day after he decided to leave the Joe Kubert School where he studied for two years. The timing, he says, was "fortunate".

"Don Perlin (*Bloodshot* penciller; *Shadowman* and *Armorines* editor) was a friend of José Delbo, one of my instructors at Kubert," González says as he doodles a comic character on a piece of scrap paper. "Don told Delbo that there was a new company starting out and that they were looking for people they could train. I went up for an interview and was hired on the spot! I think Bob (Layton) saw from my portfolio that I had a good sense of storytelling. And, my inks showed that I could separate background from foreground. He saw my potential and my willingness to learn."

From that moment, a career was born. González was given background inks to do, which he started on *Solar* #1, as well as much of the early *Magnus* issues. Soon after, he started coloring on *Solar* #2, and found himself doing, "a little bit of everything."

"Whatever needed to be done I did. All of us who were new learned what we had to do and just did it. Back then, the deadlines were harsh. We'd crash at Bob's place, pull all-nighters. One time I stayed in the office all week without going home...but looking back, it was worth it."

It certainly seems that way. Not only did González get the opportunity to learn the ropes from the ground up, he also worked on several number one issues, which he considers "kinda cool."

"I was there in the beginning; it was great that they put so much trust in me," González says.

Though coloring and inking were crafts he happily employed, they only told half the story. González always had writing in the back of his mind and he was soon given the opportunity to do so. After submitting a *Shadowman* inventory story which was eventually published, as well as an *X-O* story, he was given the full writing reins to *X-O Manowar* (as of #16) in late '92 and has been writing it ever since. He was "thrilled," though he acknowledges that

> "DON'T LISTEN TO THE PEOPLE THAT MIGHT DISCOURAGE YOU. YOU COULD DO ANYTHING YOU WANT...IT'S HARD WORK... LOTS OF SACRIFICE... SOME STARVING YEARS. IT'S A LOT OF STRUGGLING—BUT IT'S WORTH IT."

he "worked his butt off" and had let Bob know along the way that he was interested in writing *X-O*.

"It just happened so fast, I was still coloring *X-O*," he says. "It didn't hit me until a couple of issues that I was *writing* this thing!"

It was about a year after that time of revelation that another assignment was cast his way—editor! Settling into a schedule would seem an impossible feat. "I had just dropped coloring, and was planning out my second book (*Armorines*) when Bob offered me the editing spot for *Bloodshot* and *Solar*," González says.

"As a colorist, I got a sense of what goes on in the editorial process; I was always waiting for script and plot — I learned how important deadlines were; how each part of the editorial process effects the other. And, I always read the books; I was familiar with all our stories. Becoming editor seemed like the next natural progression."

González describes editing as a great learning experience, a position that enables him to appreciate the individual artists and their specific contributions. "It gives you more of a sense of what it takes to put the books together," he says.

As pleased and involved as he is with all his work to date at Valiant, specifically *X-O*, González is now getting the chance to apply all his talent on the new *Armorines*, which he will be plotting and scripting. "This is the first book he's been a part of that he's been able to help shape from its initial stages. His fervor is apparent as he talks about how exciting it is to be involved at this level.

"Here I get a chance to establish characters that I helped to develop. I created the people inside the suits myself," he says enthusiastically. "They really came [illegible] — I came up with these guys!"

The characters that he writes about are very important to González. He has a special affinity for his *X-O* "friends," who he's been involved with for quite a while now. "They're like real people," he explains. "I feel like I know them so well that I don't even have to write them anymore; they write themselves. I can put them into certain situations, but how they're going to act is up to them." The most important aspect he emphasizes though is empathy; if he and the readers don't feel anything for the characters, their conflicts mean nothing.

Getting involved with his characters lives and dilemmas is something that is obviously ongoing. With *The Chaos Effect* about to shake up the Valiant Universe, González is preparing to send his guys into space for the final 20th century confrontation with the Spider Aliens. Once again, he talks about his characters as if they truly had minds of their own. "*The Chaos Effect* will hit while Aric, the *Armorines* and the *H.A.R.D. Corps* are up there. It'll be interesting to see how they deal with this mission," he says.

He does have advice for other people's aspirations though. Something he imparts with earnest: "Don't listen to the people that might discourage you. You could do anything you want...it's hard work, lots of sacrifice...some starving years. It's a lot of struggling—but it's worth it."

And while González has achieved his dreams for a comic book life, he's been dreaming some more. "There's so much stuff I want to do—write a novel, go into animation—who knows?" Somehow it appears *he* knows—and at the rate he's going, his dreams may all just come true.

VOICE MAIL

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ARGUMENT SETTLED

I have been with Valiant comics ever since I bought ***Solar, Man of the Atom*** #16. I was awestruck at the fabulous artwork, as well as the great story. Now I collect twelve out of fourteen titles per month, as well as the ***Valiant Era Card Set***, but I do have a few questions.

1. Do the covers of all the September ***Unity*** chapters form a larger picture, like the August titles do?

2. What has happened with Dr. Silk?

3. Can an X-O Commando class armor heal its wearer the way Shanhara used to be able to?

4. How does Timewalker control gateways through time?

5. What is considered to be Bloodshot's first appearance, ***Eternal Warrior*** #4, or ***Rai*** #0?

I would be very grateful if you could answer these questions, since it would settle a lot of arguments between me and my friends.

Jeremy Mueller
Winnipeg, Canada

All right, break it up, you guys! We'll do our best to answer your questions:

*1. Frank Miller designed and drew the August **Unity** covers to form one giant, superhero portrait. Walt Simonson followed suit, and made September's **Unity** covers an equally impressive interlocking piece of artwork. The entire **Unity** epic, by the way, will be collected and presented in the form of four softbound volumes (and a cover gallery will be included). The first will be released this month, along with a slipcase large enough to fit all four.*

*2. The nefarious Dr. Silk will return to the pages of **Ninjak** with issues #5 and #6. His latest scheme affects the inner workings of Orb Industries—and that means a certain armored barbarian is not going to be too pleased! Also involved are some of the creepiest, crawliest villains in the Valiant Universe.*

3. X-O Commando class armor cannot heal its wearer the way the late, great Shanhara could. The Commando is not sentient, and does have its shortcomings.

*4. Actually, Timewalker cannot really control the time area through which he travels. For more on the mechanics behind Ivar's portals, look for **Timewalker** #1 on sale in August.*

*5. The controversy rages! Historically, Bloodshot's first appearance, according to Valiant archivist Seaborn Adams, is considered to be in **Rai** #0. But because of a production delay at the comic book printer, **Eternal Warrior** #4 hit the stands the week before **Rai** #0 did, technically making it the first comic book release to include the character of Bloodshot! Frankly, this is a tough one. We'll leave it to you guys.*

FOOD FOR THOUGHT

...I'm very impressed with how great your stories continue to get. You keep changing things so much that nothing has a chance to get stale. In the last six months you've managed to cause a lot of shake-ups with ***Rai***, ***Magnus***, ***X-O*** and ***Harbinger***. Just when I get used to the new direction, something changes, but don't stop! That's what keeps readers like me buying, where as speculeeches who just buy for profit miss the point of it all. If food was meant to be eaten, then comics are meant to be read.

Paul Lofaso
Derry, NH

Thanks for the praise, Paul! As with real life, developments in the Valiant Universe are rarely static. When a book becomes predictable, it becomes a chore to write and worse to read. A few radical twists and turns in a solid storyline keeps us all glued to the pages.

THE DARQUE TO COME

...I hope there are no future plans for the Master Darque comic book. I like the fact that his past is not really known, and I like the fact that his activities are chronicled in various Valiant books instead of his own series. I would, however, like to see him in a one-shot story or annual about some of the events in his past. But don't go any further than that!

Timothy D. Ryder
Chicago, IL

*Well, we've got some great news for you, Mr. Ryder, as well as a bit of a mystery. Master Darque, recently designated Number 3 on Wizard's list of the "Top 100 Most Dastardly Villains" (after the Joker and Magneto!), will play a pivotal role in this summer's mega-adventure, **The Chaos Effect**. A series of shocking developments for Darque open the first story arc with a bang in **Shadowman** #29—and even huger happenings for everyone's favorite necromancer conclude the arc with **Secrets of the Valiant Universe** #2. We can reveal no more, but suffice to say, in 1994 the world is going to go Darque!*

NEWS FLASH

GAIN ACCESS TO THE VALIANT GOLDMINE!

Valiant is continuing to release its commemorative (and highly collectible) "gold logo" books, the thirteenth and latest in the series being the chromium gray *Shadowman* #0.

Signified by their gold colored logo and corner box, with print runs of under five thousand, these issues are never sold by Valiant! Instead, they are designated as gifts and premiums.

Loyal Valiant fans and retailers take note! There are at least three ways to mine for a gold logo book from Valiant.

1) Comic book retailers can purchase Valiant Rewards certificates. In turn, they can raffle, sell, or give the books away as gifts to fans and loyal customers.

2) Readers and/or retailers who go out of their way to promote Valiant could well "strike gold." Just send us photos of your creative ventures! Remember, everything has to be legal, and recipients of gold books are chosen at the Valiant staff's discretion.

3) Fans who stop by the Valiant booth at a convention costumed as a character from the Valiant Universe may receive a gold logo book.

Gold Logo Checklist:

- ❑ *Archer and Armstrong* #0
- ❑ *Amorines* #0
- ❑ *Bloodshot* #0
- ❑ *Eternal Warrior* #1
- ❑ *H.A.R.D. Corps* #1
- ❑ *Magnus Robot Fighter* #21
- ❑ *Ninjak* #0
- ❑ *Rai and the Future Force* #0
- ❑ *The Second Life of Dr. Mirage* #1
- ❑ *Shadowman* #0
- ❑ *Turok, Dinosaur Hunter* #1
- ❑ *Unity* #1
- ❑ *X-O Manowar* #0

THE

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COMING THIS SUMME

FECT
TM
ER FROM VALIANT

CREATORS' CORNER

NAME:
RAGS MORALES

IDENTITY:

Age: 28
Native New Yorker raised in Landing, NJ
Penciled issues of *Archer & Armstrong*; *Turok, Dinosaur Hunter*; and *Shadowman*. Current penciller on the new *Geomancer*.

Some kids fulfill their parents' expectations for their future, while others choose a different path in life. Rising Valiant star Rags Morales made his unorthodox choice, and the comic book world will never be the same!

"My mom thought I was strange," admits Morales. "'A boy should go out and be active!' she used to say. But being just about the only Puerto Rican kid in all of Landing, New Jersey, I was shy. Comics were a refuge for me, and drawing was my outlet. I kept myself in shape. I guess I could have become a pretty good athlete — but it was my imagination that was always running!"

Morales first received popular notice with his work on the now defunct *Forgotten Realms*, in which his pulsating pencils injected life into TSR's fantasy world. More recently his work on *Turok, Dinosaur Hunter* has shown, in no uncertain terms, that his talent has propelled to new heights.

His next plum assignment will be on *Geomancer*, one of this summer's most highly anticipated new series. Morales will be creating his own spectacular visuals for the series, joining its creative team as of issue #1!

Geomancer will be Morales' opportunity to actively participate in a book from its earliest conceptual stages. The buzz around the Valiant offices is that *Geomancer* is sure to be a winner – and with artwork by that shy Puerto Rican kid from Jersey, how could it lose?!

A VIEW FROM WITHIN

As you undoubtedly know by now, Valiant's big event for the summer is the *Chaos Effect* — a tale of what happens to the world when faced with possible Armageddon, in the form of necromantic energy. The planning necessary to pull off an undertaking of this magnitude is extremely involved, and included every department, from Marketing to Production. One of the more interesting aspects to the *Chaos Effect* though, will be the covers.

A great deal of thought went into the visuals for this event, and decisions had to be made on several different levels. Since this story will be told in four arcs, it had to be decided how to distinguish each while insuring that they are noticeably "Chaos Books". It was decided that each arc would not only be marked as Beta, Gamma, Delta, or Epsilon; but that they would also be color coded as Green, Red, Blue, or Yellow, respectively. However, in order to give them all a uniform look, we had to come up with something more. Assistant Editor Jeff Gomez suggested the fractal symbol, which was immediately accepted as a good idea. The assignment was then placed into the very capable hands of Simon Erich, Elim Mak, and Scott Friedlander, in our Special Projects Department who, along with Jeff, had to come up with a good fractal and incorporate it into both the *Chaos Effect* logo and cover designs.

In case you don't know what a fractal is, or how it applies to chaos theory (and I warn you, this is a real can of worms I've opened up here), I'll briefly try to explain: Fractals are mathematical units used to measure space between dimensions. They are spectacular to look at, like patterns in chaos. For our purposes, they look pretty cool. (The study of chaos theory is the science of finding patterns in seemingly random physical actions and events — even disasterous ones! Read the *Chaos Effect* to find out how it applies).

Once all that was decided, we needed art. We recruited Dan Jurgens and Jerry Ordway (of *Superman* fame) to do the covers to the first and last books of the event, *Alpha* and *Omega*. Mr. Ordway will also be inking the interiors of these two books over our own Bernard Chang. For the regular titles we looked no further than our own pencillers, and for [illegible] *Effect* covers, (minus *Alpha* and *Omega*), are inked by Valiant Editor-in-Chief Bob Layton. For a sample of the covers check out the center spread in this issue of the *Valiant Voice*.

Darren Sanchez
Production Manager

Illustrious Jeff Gomez, Official Fractal Expert at Valiant.

Fractal background designed for *The Chaos Effect* logo.

PUTTING WORDS IN OUR MOUTHS

Have you ever read a comic, and thought you could come up with a better line or caption? Now Valiant gives you the opportunity to "Put Words in Our Mouths." Below is a panel from *H.A.R.D. Corps* #10. We've removed the text from the word balloons so you can put in your own dialogue.

Write your responses corresponding to the numbers on the word balloons on a separate sheet of paper, then cut out or photocopy the panel and mail it with your entry, name, and address to: **Valiant Voices Putting Words in Our Mouths; c/o Voyager Communications; 275 Seventh Ave. - 14th Flr.; NY, NY 10001.** The top ten (10) responses, as judged by members of the Valiant Voice staff, will receive a gift, compliments of Valiant, and have their responses published in a future edition of the Valiant Voice. All submissions must be postmarked no later than May 15th, 1994, and become the property of Valiant. All decisions by the judges are final. Limit one gift per household.

Secret Identity Challenge #4 Answer: Charles Sinclair

It's Bringing Pet-Lords cont'd from Page 1

As the series evolves, so will the Pet-Lords, as they reestablish contact with Earth and other human communities. Their native technology can combat disease, but not the *infectious element of emotions,*" says Bedard. "What will be interesting to watch is how they will evolve from an almost *machine-like* mentality. It will be an ongoing evolution of their psyches.

These mysterious protectors of the solar system fall into three groups, each with specific abilities: the Bastion, who possess superstrength, and invulnerability; Gunner, who possess the ability to cast energy at great distances; and the Scouts, skilled at infiltration and tactical maneuvers, who can, at will, become invisible.

The personalities of the main characters are just as diverse. Graal, team leader and Bastion, is a "perfect soldier," according to *Pet-Lords* penciller Mike Lecke. He takes his orders and follows them to the letter.

But, he's also the least human and without a conscience," adds Bedard. In contrast, Aesha, a Scout, is levelheaded. "She's more well-rounded," explains Bedard. "She considers all sides of a situation, but she won't toe the line like Graal will." Graal and Aesha, along with the remaining four central characters, Saraban, a Bastion; Boaz, a Gunner and Saraban's lover (and the most humane of them all); Vektor, a Scout/scientist who investigates the mysteries of life; and Unit, a Gunner, cold and computer-like, each represent the different psyches and situations that can develop when humans are no longer faced with the threat of death.

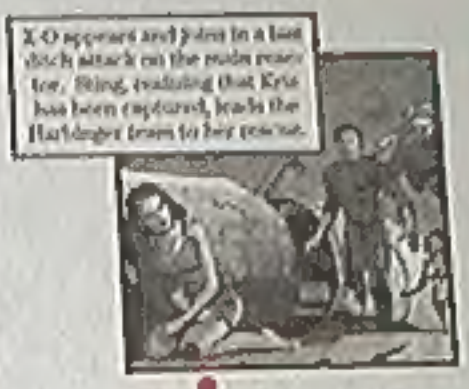
Though it can be read without the glasses, ***Pet-Lords*** will be Valiant's first title done monthly in Valiant Vision. According to Lecke, it's an exciting process that is really going to contribute to the spectacular effects of the book. "Certain colors such as red will pop up into the foreground more than others. My challenge has been to make the characters with less dominant colors stand out in the foreground when the action calls for it."

Bedard describes the Pet-Lords as unique to the Valiant Universe. "It's going to be our first space opera book. We will be establishing all types of continuity here — exploring the entire solar system and neighboring planets."

A near immortal race of superpowered cosmic cops dedicated to keeping the peace — at almost any price. What interesting scenarios will they come up with? Find out, and buckle up, for the space adventure of your life! ✱

UNITY

DAY 158

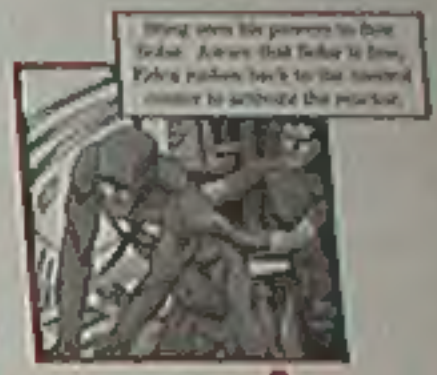


DAY 158

DAY 158

DAY 158

TIMELINE OF THE VALIANT UNIVERSE



DAY 158

DAY 158

DAY 158

DAY 158

NEXT MONTH: THE VALIANT TIMELINE CONTINUES!!!

COMING THIS MONTH

MAY SPOTLIGHT ON:

PSI-LORDS™ #1: Reign of the Werewolves
By Bedard, Leeke and Hawkins
$2.50 US/$3.50 CAN
Wraparound Cover by Leeke
All numbered to Valiant Valentine

From deep space the mysterious Psi-Lords have arrived, offering their incredible powers to safeguard the Earth's solar system. But whether it is our ally, home to do the job? That is, until the alliance of Psi-Lords falls to the waters of the Earth's Moon! Don't miss this 3-D action in Valiant's new 4020 A.D. cosmic saga!

PSI-LORDS™ STARTER KIT: PSI-COMIC
Featuring the artwork of Mike Leeke and Bob Hawkins
$3.95 US/$4.80 CAN
This limited-run kit includes a new style of PSI-COMIC given as needed to supplement the full 3-D PSI in Psi-Lords. Also includes a new eight-page comic explaining the coming allies, and a new PSI-COMIC poster.

TUROK™ #1
TUROK, MEDICINE MONSTER TOURBOOK #1
By Bates, Cockrum and Hoyos, with painted cover by Joe Hoyos
$2.95 US/$3.50 CAN
BORN ABEL UNTO ... In Novak, Monster Hunter #1 through #3, Novak fought and ultimately defeated the cursed Professor Kincaid. Now dead, but resurrected and in hand on sending his ultimate revenge!

UNITY™ SAGA PREFACE #1 (of 4)
By Layton, Shooter, Whedon-Smith, Shaw, Fleetwood, et al.
Cover gallery by Barry Whedon-Smith and Frank Miller
$10.95 US/$13.00 CAN
Collecting Unity #0, Eternal Warrior #1, Archer & Armstrong #1, and Magnus Robot Fighter #1 - Chapters 1-4 of the Unity™ Saga
Time is Not Absolute! The first of four books spectacularly that unveil the incredible Unity saga. The combined might of all the heroes in the Valiant Universe fight Time Wraiths, who's using her godlike powers to remake time itself. Includes a cover gallery as well as a FREE Unity digital designed to hold all four volumes of the set.

#39

MAGNUS: ROBOT FIGHTER™ #39
By Bedard, Calafiore and Hoyos
$2.25 US/$3.25 Canadian
Featuring Tetsuo, the super-strong teenage son of Magnus Robot Fighter. It's 4020 A.D., seventeen years after the Robo War, and Unity and Magnus Inc. are fast becoming a bit on a two-boring one is no more task — especially when there's a global government to run, there are no robots for him to watch, and the women of the future can't keep their hands off him!

#24

RAI™ #24
By Bedard, Dees, Beaton, and Hoyos
$2.25 US/$3.25 Canadian
In Unity, Rai in the year 4020 A.D. Valiant reveals an unexpected and deadly hatred for young Rai. When even a New World Order can't stop the endless chain of events set in motion when one friend betrays another, can Rai?

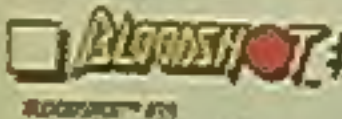
ALSO THIS MONTH:

#25

ARCHER & ARMSTRONG #25
By Bates, Thackery, and Cl
$2.50 US/$3.50 CAN

#3

MERCENARY™ #3
By Cornelius, Calafiore, Beaton and Lacy
$2.25 US/$3.25 CAN



#19

BLOODSHOT™ #19
By Wentlands, Thackery and Shaw
$2.25 US/$3.25 CAN

#25

ETERNAL WARRIOR™ #25
By Beaton and Thackery
$2.25 US/$3.25 CAN

#32

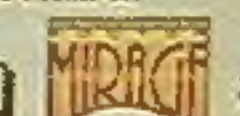
HARBINGER™ #32
By Fleetwood and Chan
$2.50 US/$3.50 CAN

#21

The H.A.R.D. CORPS™ #21
By Lenkov, Dixon and Chiarello
$2.25 US/$3.25 CAN

#7

NINJAK™ #7
By Barrett
$2.25 US/$3.25 CAN



#10

THE SECOND LIFE OF DOCTOR MIRAGE™ #10
By Layton, Chang, Brunch and Cantor
$2.50 US/$3.50 CAN

#12

SECRET WEAPONS™ #12
By Fleetwood, Gross and Casselberry
$2.25 US/$3.25 CAN

#28

SHADOWMAN™ #28
By Wolf and Ryder
$2.50 US/$3.50 CAN

#36

SOLAR, MAN OF THE ATOM™ #36
By Wentlands and Bellaqua
$2.25 US/$3.25 CAN

#14

TUROK, DINOSAUR HUNTER #14
By Thomas and Elliott
$2.50 US/$3.50 CAN

#31

X-O MANOWAR™ #31
By Cornelius, Lenkov and Bellaqua
$2.25 US/$3.25 CAN

COURTESY OF:

Next Issue

June's Valiant Vision is a salute to the major event of the summer — *The Chaos Effect*. Learn the who's, how's and why's of *The Chaos Effect* from the source — our crack Valiant staff!

See you in thirty days...